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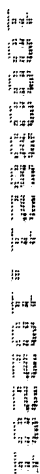


FIG. 1

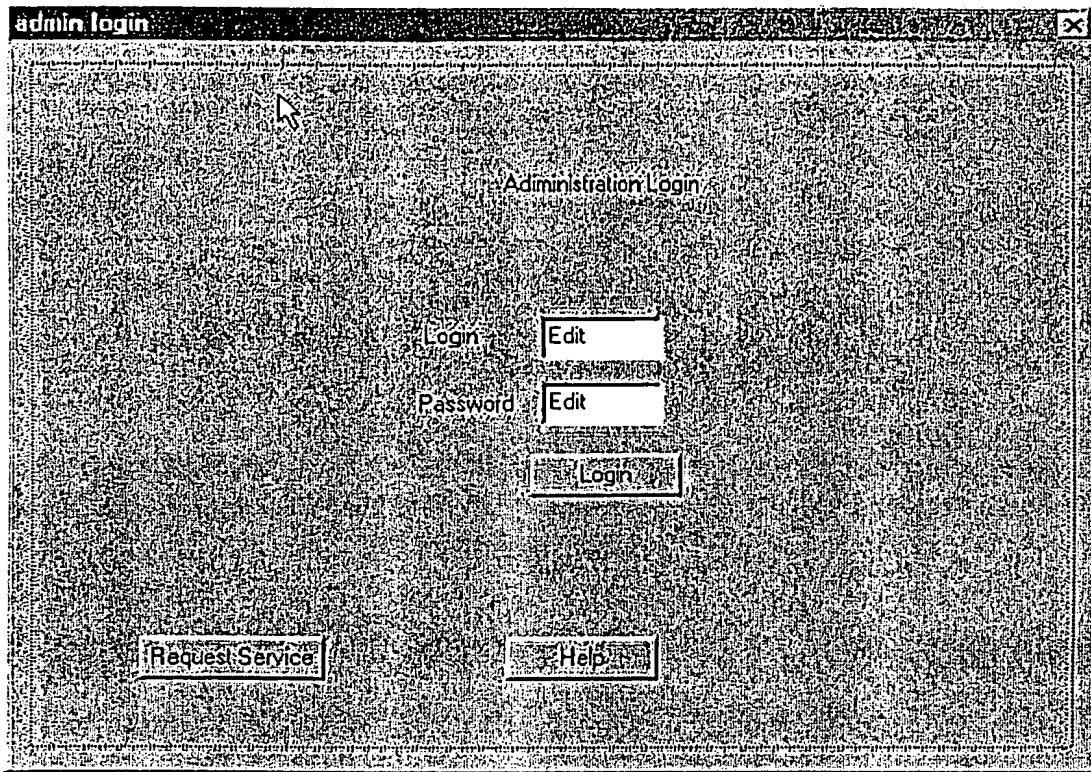


FIG. 2

Allocation Level 1

(user configurable prompt to ask for first level of allocation code)

Department

WBS#

FIG. 3

Allocation Level 2

(User configurable prompt to ask for second level of allocation code)

User

Serial #

FIG. 4

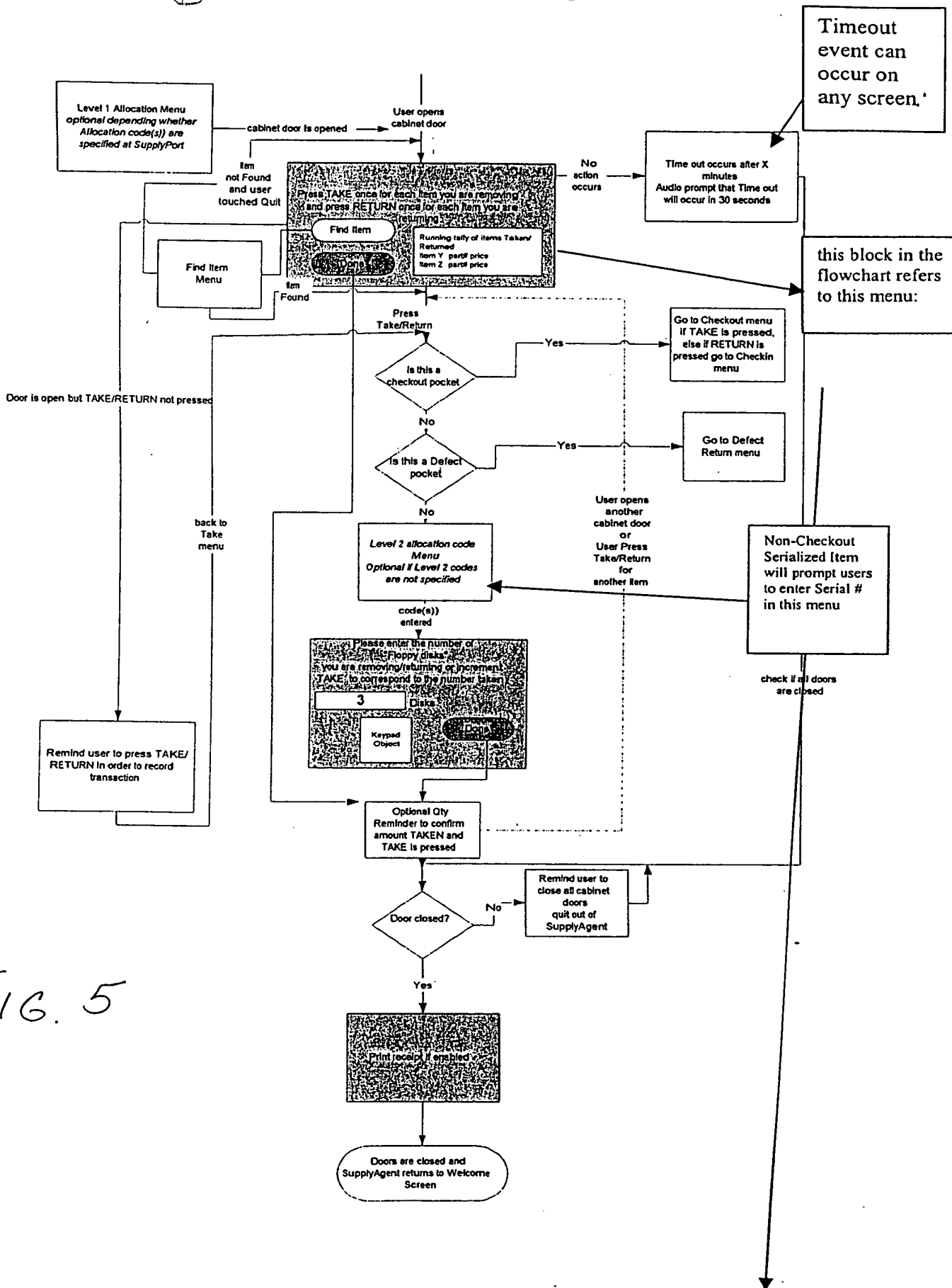


FIG. 5

Take/Return Item

Take/Return Item Menu

Name	Part#	Qty	Alt Part #	Price (Optional Field)
Candy	c-123	50	q-345	.99

Audio Prompt to step through the take and return process

6
Current Count
Unit = Box

Audio Reminder to press TAKE if door is open then closed

Find Item

Go Back

Help

Done

Text/Audio Prompt:

- Step 1. Press TAKE button once for each item you remove.
- Step 2. If you return an item after you have already pressed TAKE, press RETURN.
- Step 3. If you take multiple quantities of the item, press TAKE multiple times corresponding the number of items taken. Alternatively, use the keyboard (keypad) to enter the quantity.
- Step 4. To get additional items, simply go to the next item and repeat Step 1 to 3.
- Step 5. Touch "DONE" to finish the transaction.

FIG. 6.

Check in/out

Supply Point

Define Check in Pocket

Loan Period: 15 Days

Loan period can be days, weeks, months or indefinite

☒ Requires Periodic Maintenance

Notify after: 5 Weeks

☐ Elapsed
☐ In Use

☒ Track by unit allocation code

Type of Maintenance Required: Calibration

Free form text – allows users to type whatever type of maintenance is required

☒ Require entry of: Serial # on Refill

☒ Consider consumed if not returned within: 3 Months

FIG. 7

FIG. 8

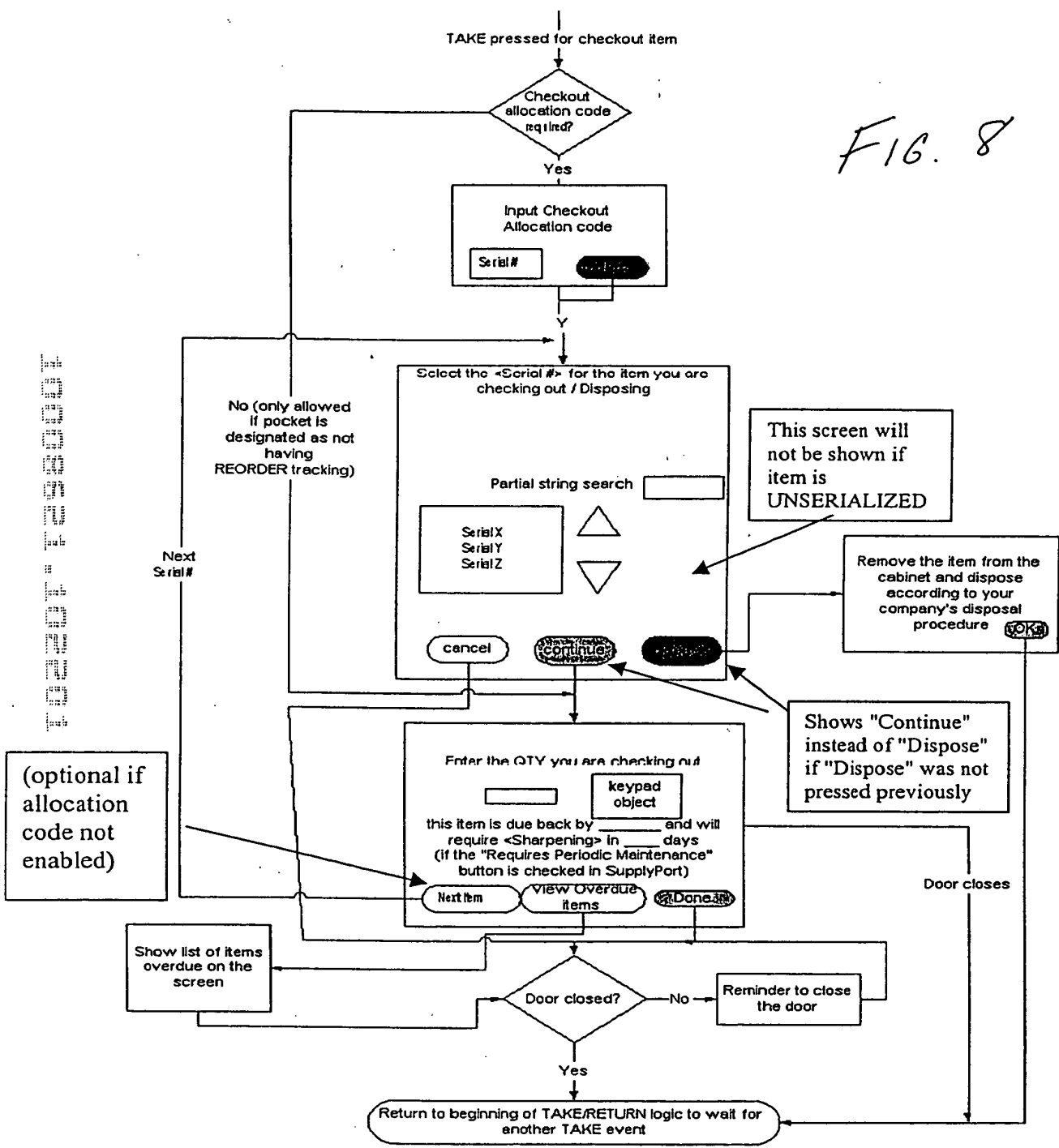
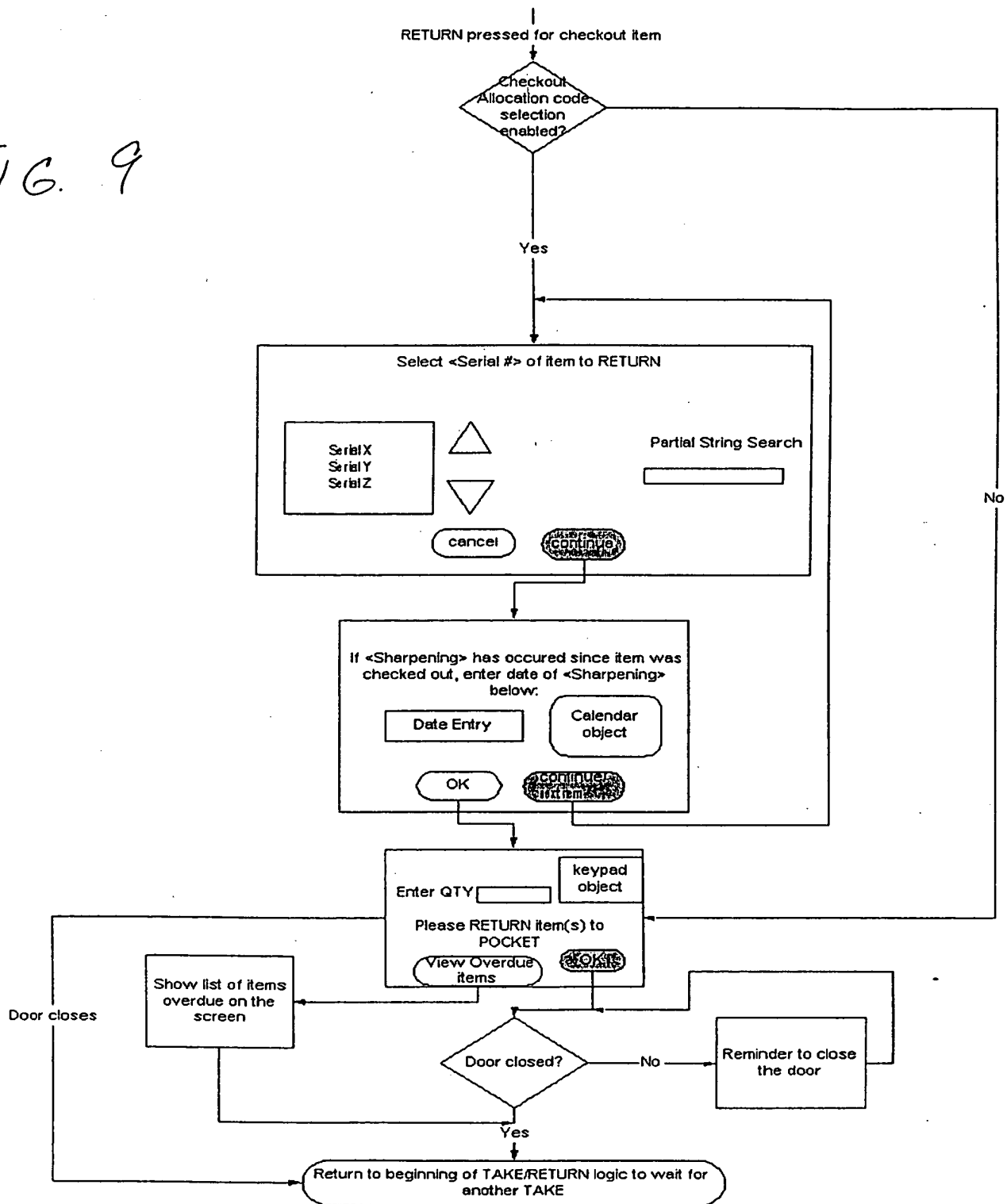


FIG. 9



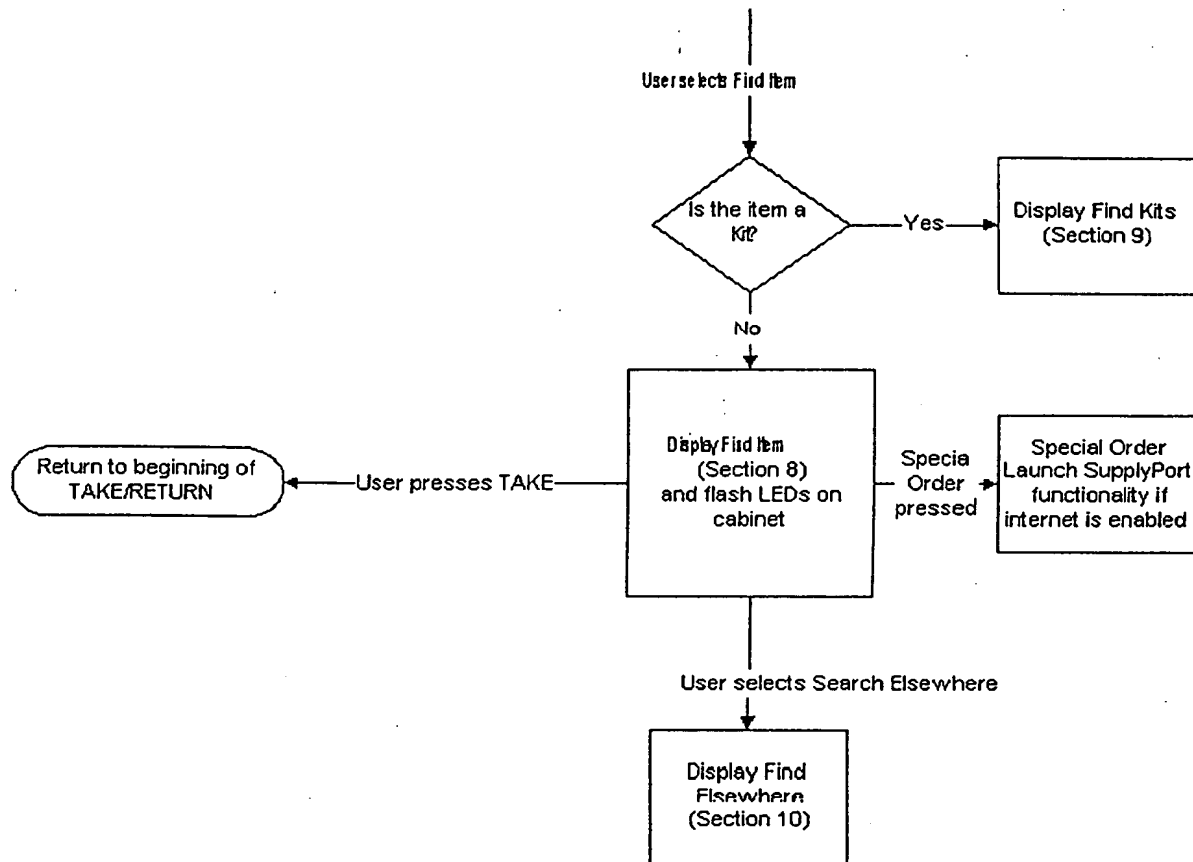


FIG. 10

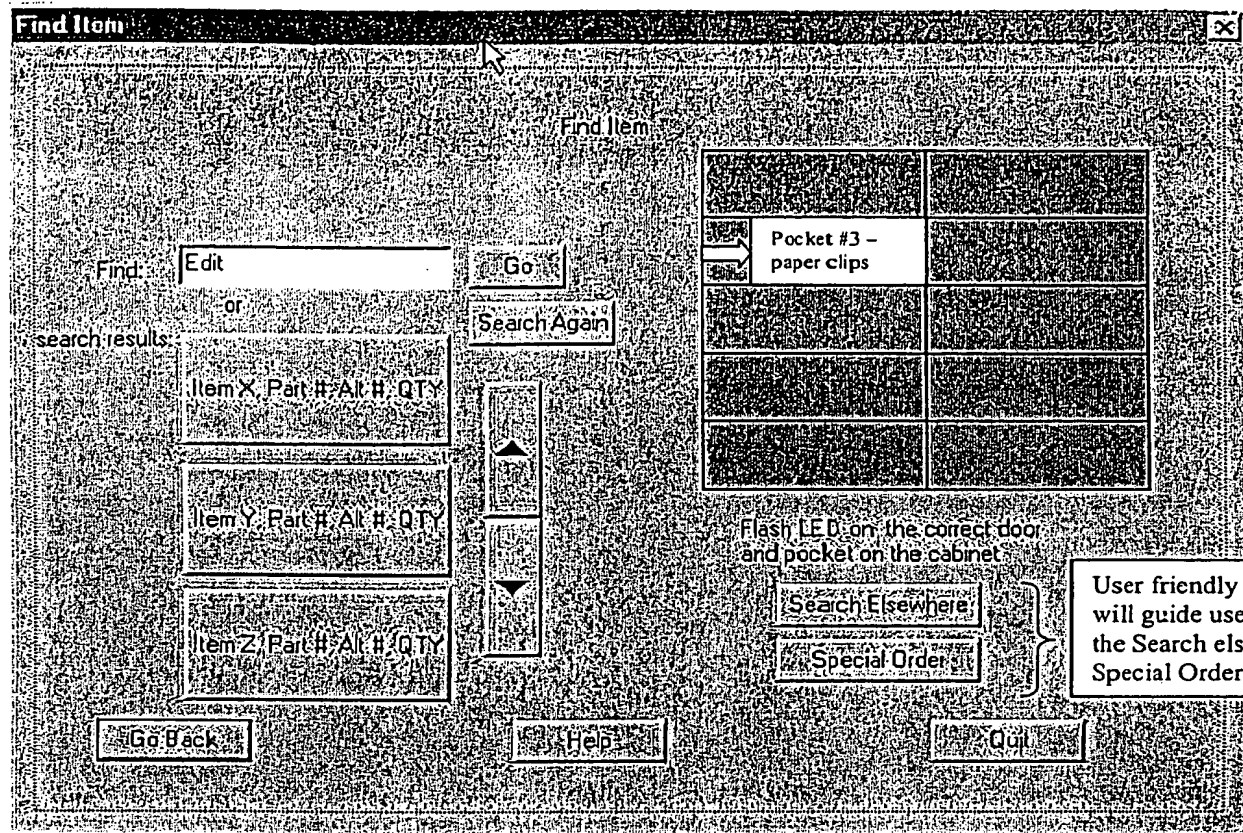


FIG. 11

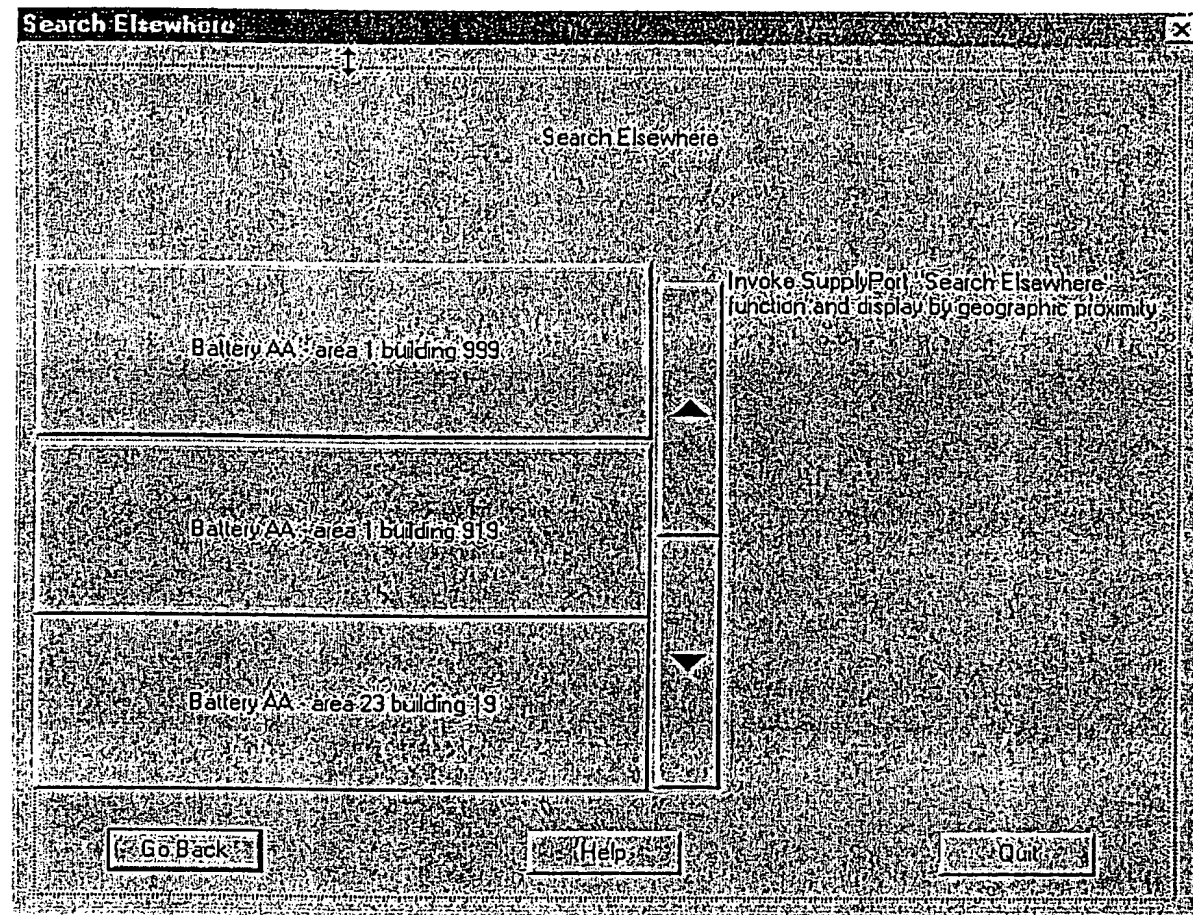


FIG. 12

Find Item

Find Item

Find: new employee kit

Go

Search Again

search results:

Laptop	Sugg Qty 1	Taken 1
Pens	Sugg Qty 1	Taken 4

Benefits Manual
Loan Period: 15 days
Return by 7-15-2000

5
Suggested
Kit Amount
Unit = pen

Pocket #3 - Pens	
	Stapler
Laptop	

The above Cabinet Display will show the item locations. Plus LEDs on the correct door and pocket will flash.

Search Elsewhere

Special Order

Go Back

Help

Quit

FIG. 13

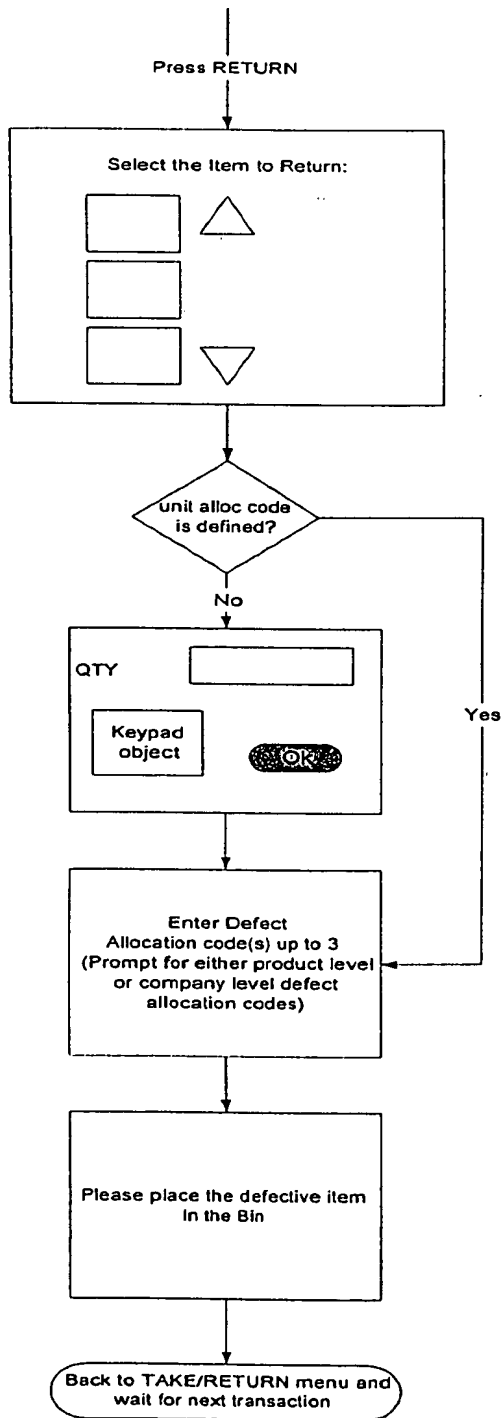


FIG. 14

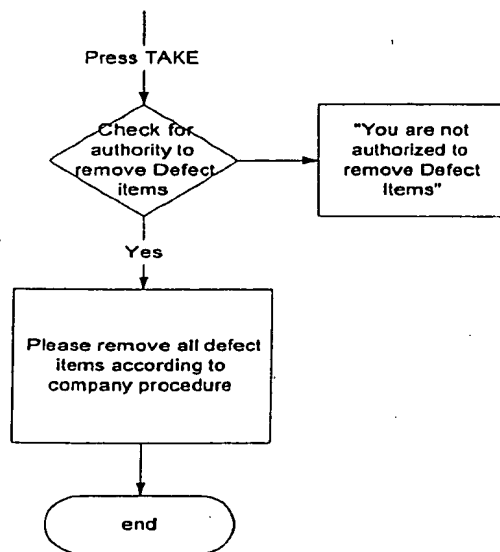


FIG. 15

Inventory

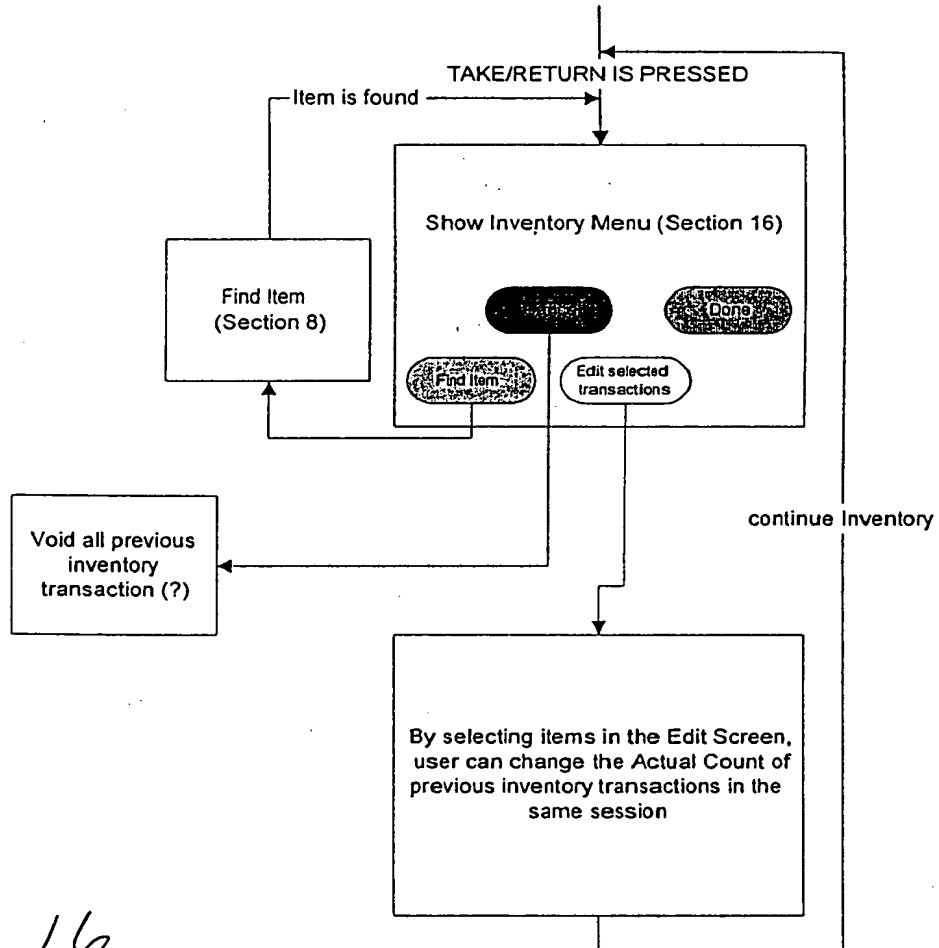


FIG. 16

inventory

Inventory

Item	Expected Count	Actual Count
Candy	1000	980
Stamp	30	30
Floppy Disks	10	6

Floppy Disks
6
Actual Count
Unit = Box

Find Item

Edit SELECTED Transactions

Go Back Help Main Menu Quit

Text/Audio Prompt:

Step 1. Open the appropriate door and Press TAKE or RETURN for the supply that you want to inventory. The Actual Count will appear on the screen.

Step 2. To continue counting inventory, press TAKE or RETURN for the next supply.

Step 3. When inventory process is complete, close all cabinet doors and drawers and touch QUIT to lock the Cabinet and log out of the system.

FIG. 17

Refill

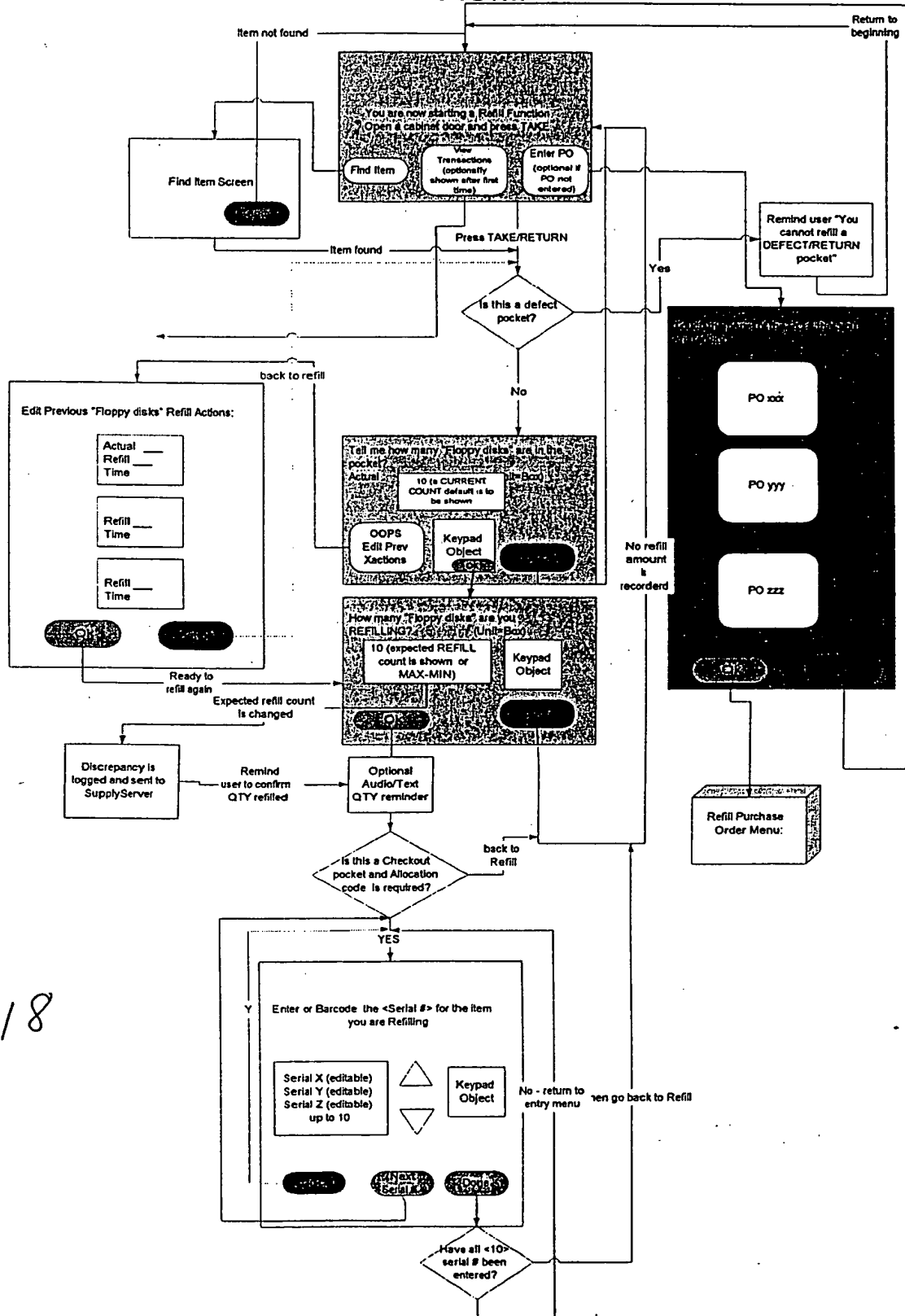


FIG. 18

Refill Purchase Order

Find P.O.

or

search results:

Erasers	Sugg Qty	10
3.5" disks	Sugg Qty	5
Note pads	Sugg Qty	25

10
Suggested Refill Amount
Unit = Box

<input type="checkbox"/>	Erasers	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/> 3.5" disks
<input type="checkbox"/>	Note pads	<input type="checkbox"/>

The above Cabinet Display will show the item locations. Plus LED on the correct door and pocket will flash.

FIG. 19

Text/Audio Prompt:

Step 1. Open the appropriate door and Press TAKE or RETURN once for the supply that you want to refill. The CURRENT COUNT will appear on the screen.

Step 2. Verify CURRENT COUNT shown on the screen matches the quantity currently in the cabinet. Adjust CURRENT COUNT if needed. Once verified select <Accept Count>

Step 3. Verify the REFILL COUNT shown on the screen matches the quantity that you will put into the cabinet. Adjust REFILL COUNT if needed.

Step 4. Refill the cabinet with the item.

Step 5. To refill other supplies, press TAKE or RETURN for the next supply.

Step 6. When you're done refilling supplies, close all cabinet doors and drawers. Select <Quit> to lock the cabinet and

Load Pocket

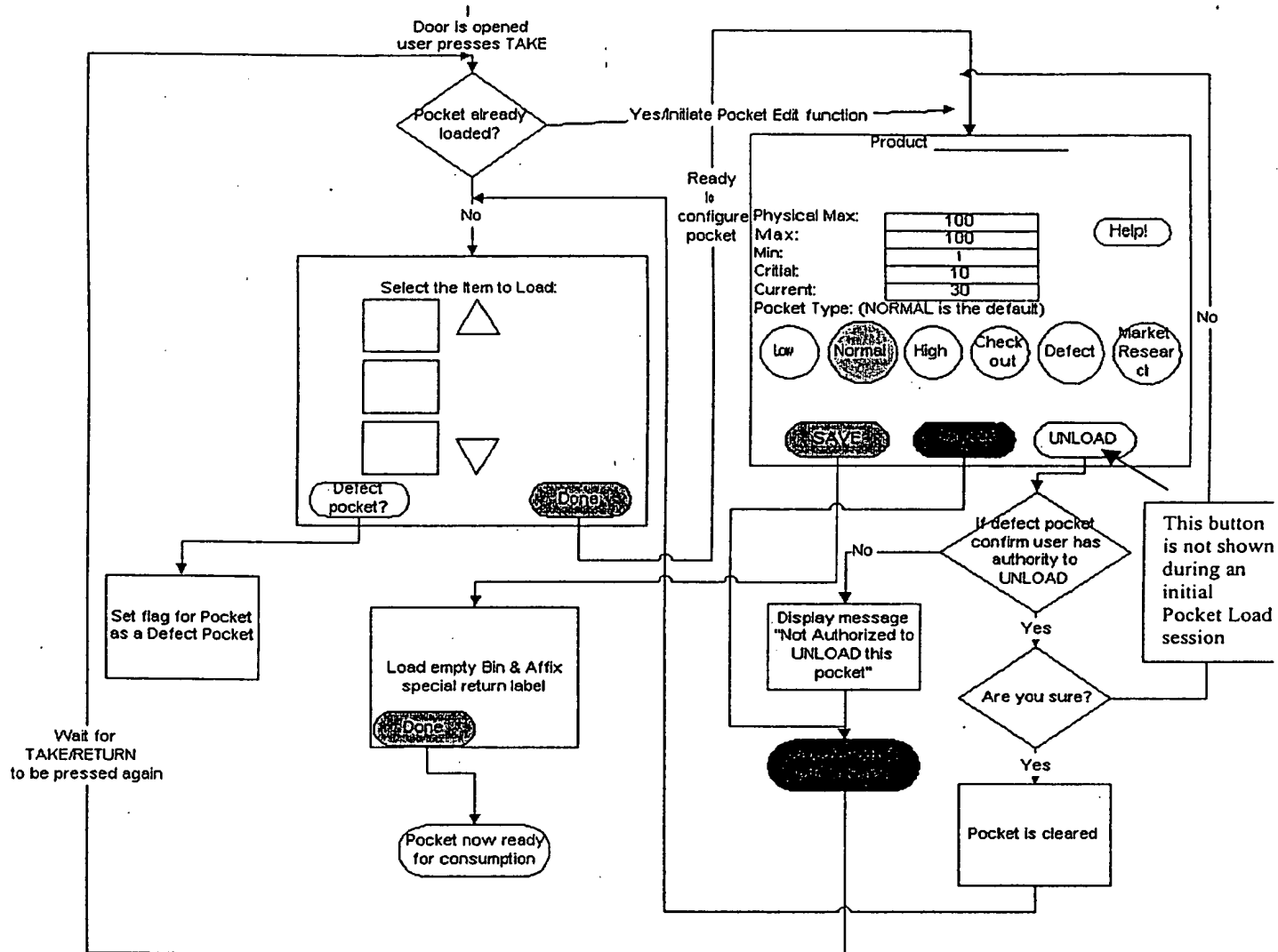


FIG. 20

TEXT/AUDIO PROMPT:

- Step 1. Select an unassigned pocket and matching shelf space for the supplies.
- Step 2. On the flexbar press the area next to the light that will be used to indicate the supply. The light comes on and the computer screen displays a list of supplies.
- Step 3. If a pocket is already assigned, ask user whether this pocket should be UNLOADED.
- Step 4. Select the supply to be added on the screen.
- Step 5. Display EDIT POCKET screen.

Unload Pocket

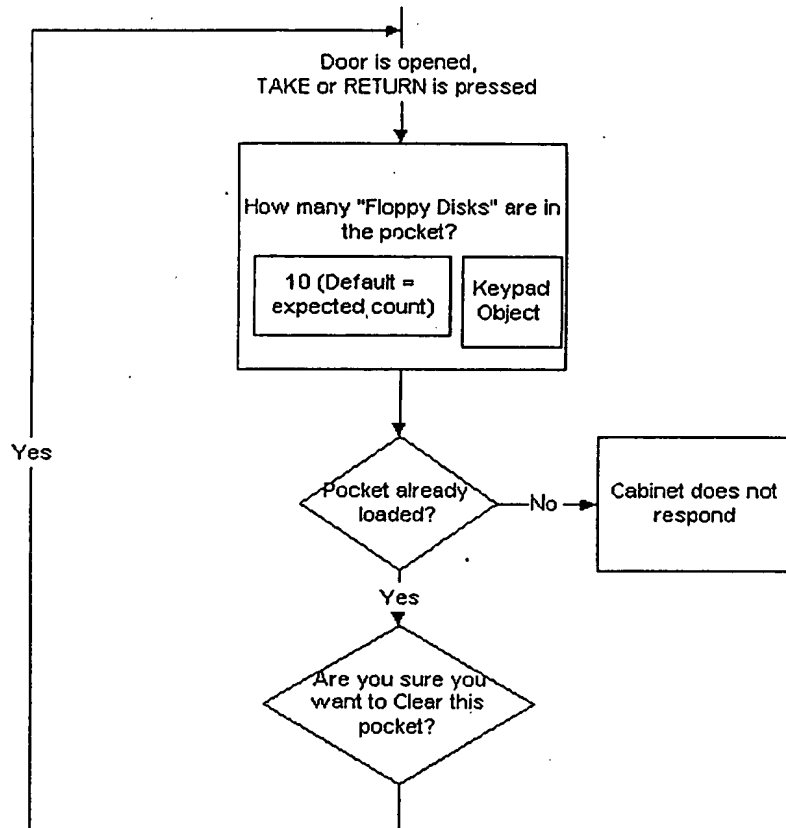


FIG. 21

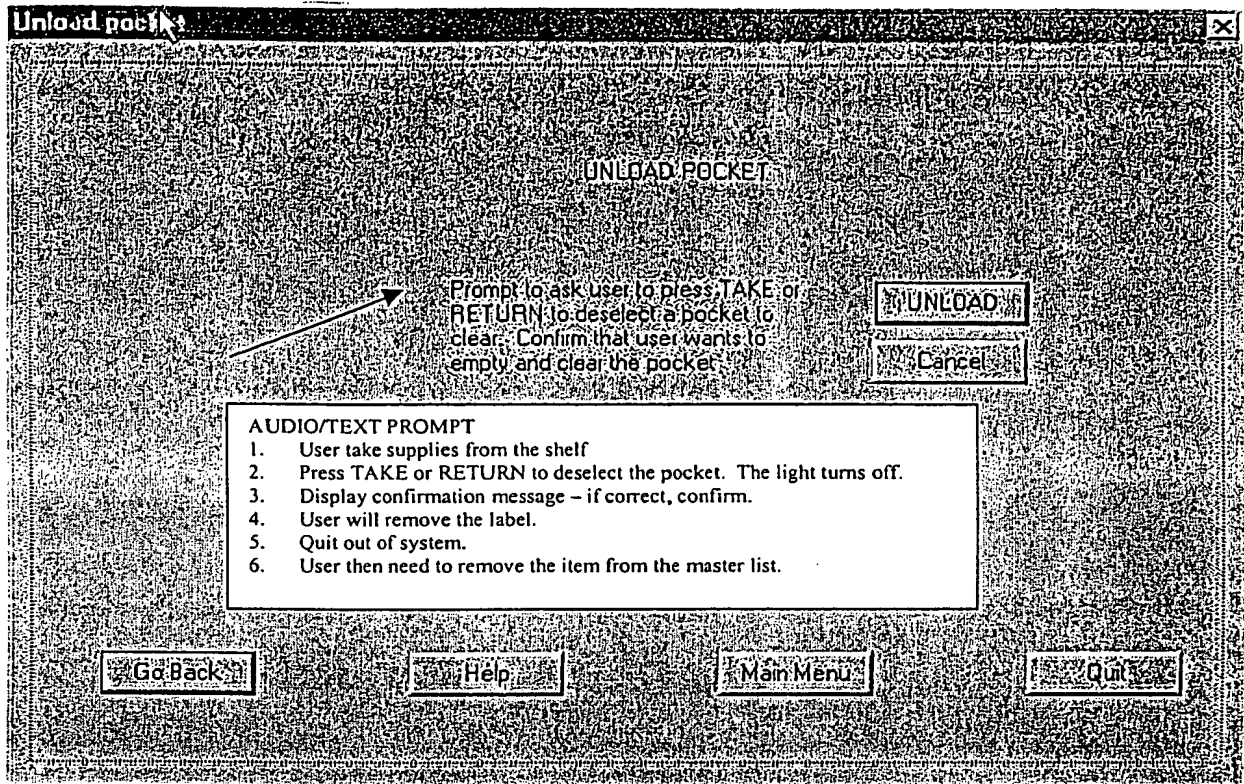


FIG. 22

Move Pocket

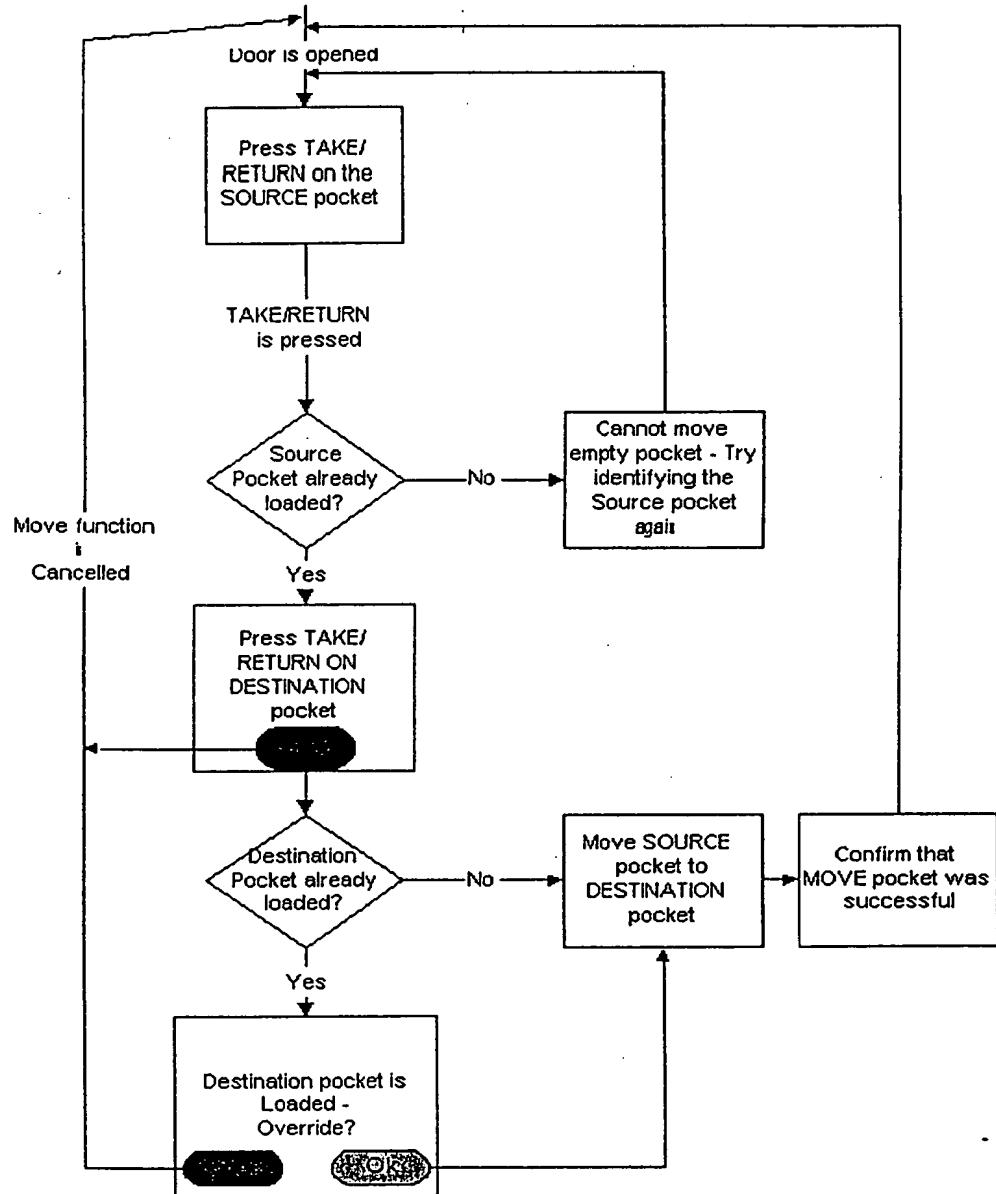


FIG. 23

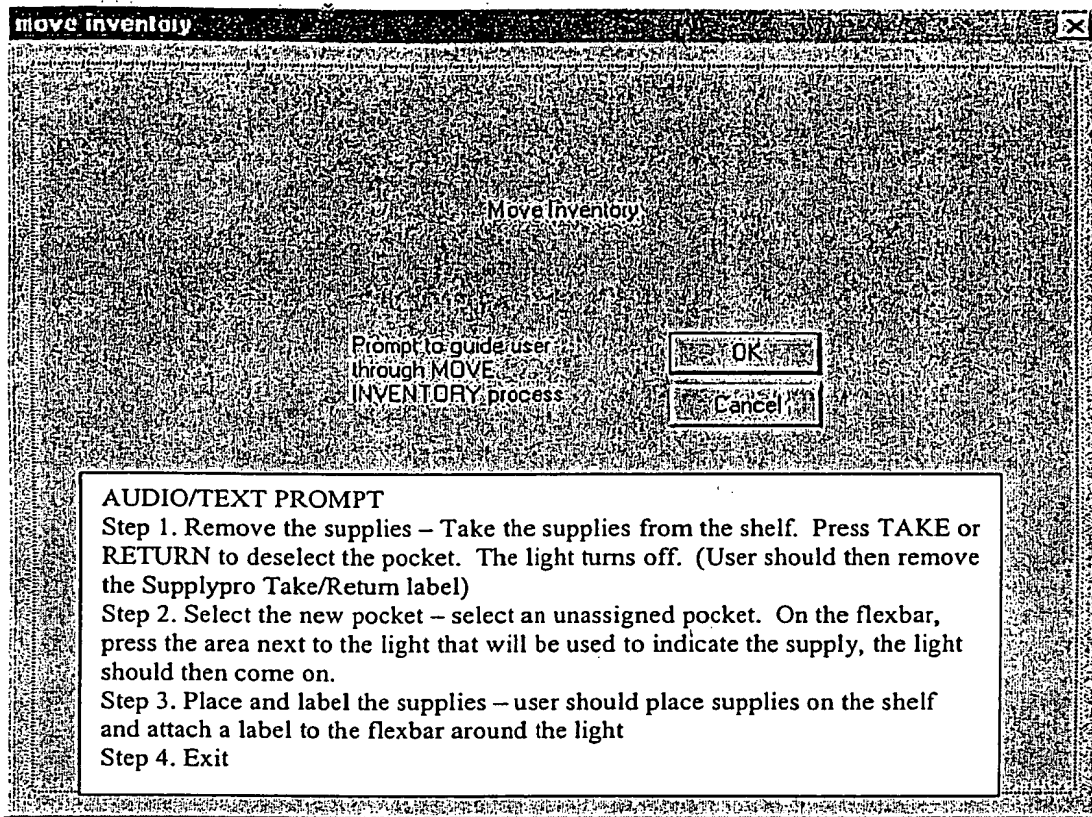


FIG. 24

request service

Request Service

Name: Joe Smith (Prefilled based on scanned Userid info)

Email: joe@aol (Prefilled based on scanned Userid info)

Phone: x200 (Prefilled based on scanned Userid info)

How can we help you?

Door is jammed (left hand side, 3rd door from the top)

Send

Go Back Help Quit

FIG. 25

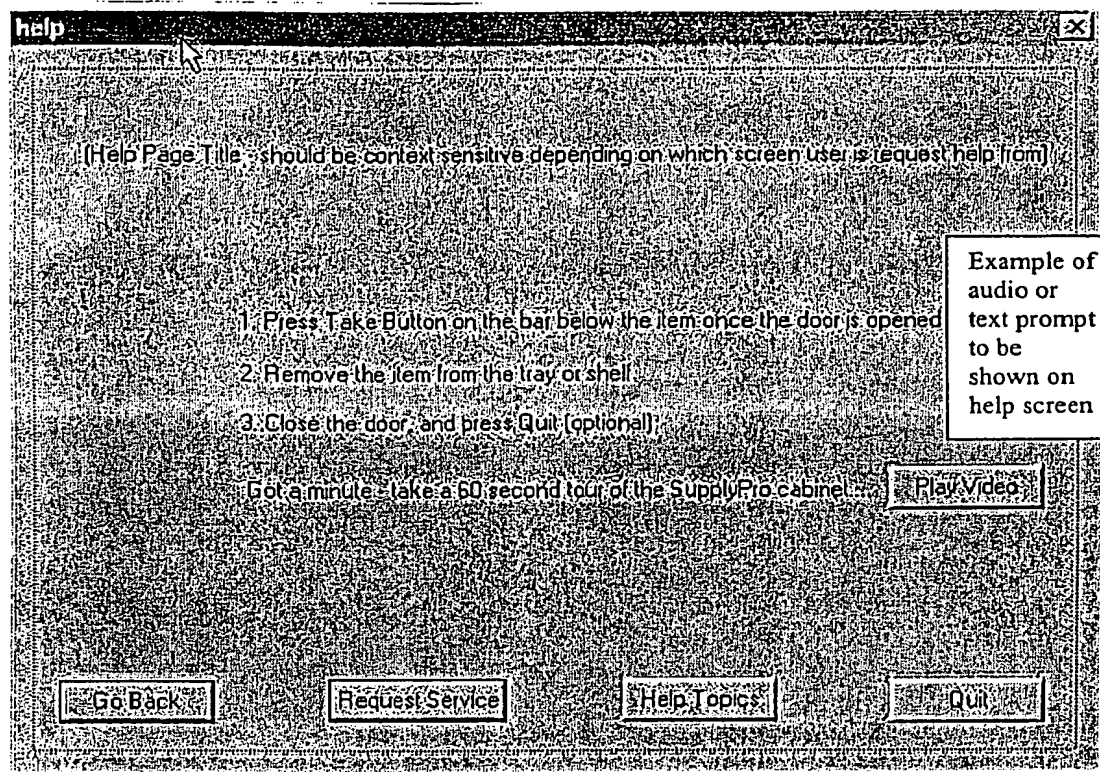


FIG. 26

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